

トリテ人狼 (Trick-taking Werewolf)

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Players: 4

Playing time: 20 minutes

Players will be divided into werewolves and students and compete against each other. For each trick in trick-taking, the winner of the trick will nominate someone they think is a werewolf and banish them. If the werewolf can be expelled, the students win but if the werewolf survives at the end of 5 tricks, the werewolf wins.

SETUP: Shuffle and deal 6 cards to the 4 players. Roles are determined by the initial cards dealt:

- 1) If a player receives the Werewolf card, they become the "Werewolf." They win if they are not expelled until the end.
- 2) If a player does not receive the Werewolf card, they become a "Student." They win if they expel the Werewolf.

The first trick begins with the player who received the "Event (1♥)" card, the game starts with them playing the "Event" card.

GAMEPLAY: Starting from the lead player and proceeding clockwise, players play one card from their hand at a time.

The card played is placed in front of the player in the order it was played. Players must follow suit if they can. If they can't follow, they can play any card they choose.

♥ (heart) suit: If lead player plays a ♥ (heart) card, all the following players can follow with any card.

♥ (heart) cards can follow all other suits. Even if the player has a particular suit, they can follow with a ♥ (heart) card.

However, if you can't follow a particular suit and have a ♥ (heart) card, you must follow with a ♥ (heart) card.

The player who played the highest-numbered card among those who followed (or the last player if there's a tie in rank) wins the trick.

The winner of the trick nominates a person they think

is the "Werewolf." The nominated person receives 1 damage. The person who takes damage places one card from their hand face down.

From the second trick onwards, the lead player is determined by who received damage in the previous trick (If the player who received damage is expelled, the player clockwise to them becomes the new lead player)

END OF GAME: A person who receives 2 damage is expelled and reveals their role:

- "Werewolf" is expelled: The "Students" win, and the game ends.
- "Student" is expelled: The expelled person places their remaining cards face down.

The game continues with the remaining players. Repeat playing tricks up to a maximum of 5 times. After the fifth trick, if "Werewolf" has not been expelled: "Werewolf" wins, and the game ends.

CHARACTERS:

- **Werewolf (人狼):** Rank 9 of ♥. The player who receives this card becomes the "Werewolf." The role remains unchanged even if this card is played or placed face down.
- **Yandere (ヤンデレ):** Rank 0 of ♥. In a trick where the "Werewolf" card has been played, the value of the "Yandere" card becomes 10, allowing it to win against the "Werewolf."
- **Event (事件):** Rank 1 of ♥. The player who receives this card initially becomes the lead player for the first trick and starts with this card. For the first trick, since the first player plays a ♥ (hearts) card, any card can be followed.
- **Occultist (オカルト):** Rank 2. This card has a main and secondary suit. This card can follow cards in addition to the main suit, its secondary suit. If this card is played as the leading card, it can only be followed with cards of its main suit.
- **Witch (魔女):** Rank 5. When winning a trick with this card, the damaged person will answer whether they have ♥ cards in their hand after the damage is resolved (they do not need to specify the rank or type of ♥ cards). If, during the damage resolution, they place ♥ cards face down and have no ♥ cards left in their hand, they can respond with "No ♥ cards."
- **Students (学生):** Rank 3, 4, 6, 7, and 8. Students do not have any special abilities or powers.